

# An automated approach for creating multiplayer simulators in virtual reality

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## Abstract

© 2018 CEUR-WS. All rights reserved. The active universal use of virtual reality in education requires an automated solution for creating virtual simulators in all fields of knowledge, some of which are demonstrated in this article. Virtual simulators on the subject domain should be developed by a creative group that includes (in addition to IT-specialists) consultants in a specific subject area who do not have special IT-knowledge, but who are active in the interactive description of the virtual environment.

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## Keywords

Bio-neural signal, E-learning, Immersion, Immersivity, Multiplayer, Multiplayer mode, Natural user interface, NUI, Smart classes, Training, Virtual reality, Virtual simulator, VR

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